

Re: How do I find where my application is crashing

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From: Steve McLellan (*sjm.NOSPAM*)

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Hi,

Typically problems like this are caused by corruption somewhere that becomes obvious when compiled as a Release build because of optimizations and whatnot. Try reducing the compiler and linker optimization settings 1 by 1 if possible to find out whether a particular setting's breaking anything. Failing that, are you able to by a third party analysis tool or something? Debugging things like this is soul destroying, especially with the system you're looking at. Can you isolate the offending subsystem? You may be able to build a testbed to give it a work out, but you'll probably find that it runs fine unless it's inconvenient for it to crash.

If you can isolate it down a bit, someone'll be able to guess why a certain setting etc could be causing a problem.

Steve

"Adam Hearn" <ahearn@nospam.com> wrote in message
news:eUKyW0CoEHA.3252@TK2MSFTNGP14.phx.gbl...

> *Sorry if this difficult to understand but I'm pulling my hair out and
could*

> *do with some good ideas please...*

>

> *I've developed an application which in .NET as a Windows service which is*

> *simply crashing but with no signs/details on where the crash is occuring.*

> *Please not that the crash is happening on the server and only when the*

> *server is running on a Win2K3 host. App is developed as an N-Tier app*

> *(client-processing-processing-data) with (.NET Remoting & DCOM for*

> *communications). VS.NET 2003 with .NET Framework V1.1 (will be testing
under*

> *V1.1 SP1 'soon').*

>

> *It's a rather complicated application with a few layers so I'll try to*

> *explain as best I can.... Here are all the bits:*

> *A) .NET Service (C#)*

> *B) Business Logic for application (C#)*

> *C) .NET wrapper for 3rd party library (C#)*

> *D) .NET to C++ Interface layer for 3rd party library (Managed C++)*

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- > *E) 3rd party library – DLL (C++ API)*
- > *F) Interop to company's legacy component*
- > *G) Legacy components (ATL/C++ DCOM)*
- > *H) Data layer supporting 3rd party DLL to legacy component (Mostly unmanaged)*
- > *C++ but a little bit of Managed C++ is present for event propagation)*
- > *I) New GUI (C#)*
- >
- > *I initiates a connection to A via B (configured via Remoting Configuration file)*
- > *I initiates an operation to process some data.*
- > *B allocates a thread from a ManagedThreadPool – class downloaded (from GotDotNet, MS written)*
- > *In that thread B loads E via C and D (B has no direct access to D)*
- > *E dynamically loads H (GetProcAddress calls)*
- > *H calls G for data when needed.*
- > *H generates events which are received/processed by B which if needed are evented back to I*
- >
- > *The problem is pinpointed to when I run a Release copy of H, the server will usually 'stop' without warning. A debug version never shows this problem.*
- > *However, the problem I have is that the process just *stops*. No error, log, dialog, or popup is generated at all! I've attached a Remote Debugger to the image (albeit Release mode) and there are *no* exceptions caught. It starts work and then all threads just stop. I note that the exit codes of the threads are 0x502.*
- >
- > *I've got exception handling in all the layers that I have source code to (i.e. except the 3rd party and a bit of the legacy component). I've even added a C->C++ exception translator (which helped find some issues we were having a while back), the .NET/C# assemblies all have full exception handling using the MS Application Block. We continue receive and record all other errors – it's just this one occasion where it looks like it was a process exit rather than a failure but this isn't expected at all!*
- >
- > *If anyone could point me in a direction I'd very much appreciate it! Sorry for the information overload!*
- >
- >

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